

CLAIMS

The invention is hereby claimed as follows:

- Ins. B*
Ins. D1
- 5 1. A gaming device comprising:
 - a plurality of non-target values and at least one target value;
 - at least one sound effect associated with at least one non-target value, said non-target value being within a certain numeric proximity to the target value;
 - 10 means for providing said sound effect; and
means for generating said non-target values and said target values,
whereby when the value generating means generates a non-target value associated with a sound effect, the sound effect providing means provides said sound effect.
 - 15 2. The gaming device of Claim 1, wherein the numeric proximity includes a set of non-target values, each of which are closer to the target value than at least one other non-target value.
 - 20 3. The gaming device of Claim 1, which include different sound effects associated with different non-target values.

4. The gaming device of Claim 1, wherein the target value is a number of movements made by a symbol.

5. A gaming device comprising:

5 a plurality of non-targets and at least one target;
a display device adapted to display the non-targets and target;
means for selecting the non-targets and target;
at least one sound effect associated with at least one non-target which is within a certain proximity to a target; and
10 means for providing said sound effects,
whereby when the selecting means selects a non-target associated with a sound effect, the sound effect providing means provides said sound effect.

15 6. The gaming device of Claim 5, wherein the numeric proximity includes a set of non-targets, each of which are located closer to the target than at least one other non-target.

7. The gaming device of Claim 5, which includes different sound 20 effects associated with different non-targets.

8. A gaming device comprising:

a plurality of non-pitfall values and at least one pitfall value;
at least one sound effect associated with at least one non-pitfall
value, said non-pitfall value being within a certain proximity to the pitfall
value;

- 5 means for providing said sound effect; and
means for generating said non-pitfall values and said pitfall values;
whereby when the value generating means generates a non-pitfall
value associated with a sound effect, the sound effect providing means
provides said sound effect;

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9. The gaming device of Claim 8, wherein the numeric proximity
includes a set of non-pitfall values, each of which are closer to the pitfall
value than at least one other non-pitfall value.

- 15 10. The gaming device of Claim 8, which includes different sound
effects associated with different non-pitfall values.

11. A gaming device comprising:
a plurality of non-pitfalls and at least one pitfall;
20 a display device adapted to display the non-pitfalls and pitfall;
means for selecting the non-pitfalls and pitfall;

at least one sound effect associated with at least one non-pitfall
which is within a certain proximity to a pitfall; and

means for providing said sound effects;

whereby when the selecting means selects a non-pitfall associated

- 5 with a sound effect, the sound effect providing means provides said sound
effect.

12. The gaming device of Claim 11, wherein the numeric proximity
includes a set of non-pitfalls, each of which are located closer to the pitfall
10 than at least one other non-pitfall.

13. The gaming device of Claim 11, which includes different sound
effects associated with different non-pitfalls.

- 15 14. A gaming device comprising:
at least one desired outcome;
a plurality of undesired outcomes, where at least one undesired
outcome is associated with at least one sound effect; and
means for providing the sound effect,
20 whereby, after an undesired outcome is generated at least once,
the sound effect providing means provides the sound effect associated
with said undesired outcome.

15. The gaming device of Claim 14, which includes different sound effects associated with the number of times an undesired outcome is generated.

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16. The gaming device of Claim 14, which includes a plurality of undesired outcomes, and a sound effect associated with each undesired outcome.

10 17. The gaming device of Claim 16, wherein the sound effects associated with each undesired outcome are different.

18. The gaming device of Claim 14, which includes a display device adapted to display the desired outcome and undesired outcomes.

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19. A method of operating a gaming device comprising the steps of:

- (a) initiating a primary game or bonus round;
- (b) providing a plurality of non-target values and at least one target value;

20 (c) generating at least one non-target value; and
(d) generating a sound effect when the generated non-target value is within a certain proximity to a target value.

20. The method of Claim 19, which includes the step of providing a proximity which includes a set of non-target values, each of which are closer to a target value than at least one other non-target value.

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21. The method of Claim 19, which includes the step of varying the sound effect with the varying proximity of a generated non-target value to a target value.

10 22. A method of operating a gaming device comprising the steps of:

- (a) initiating a primary game or bonus round;
- (b) displaying a plurality of non-targets and at least one target;
- (c) causing at least one non-target to be selected; and
- (d) generating a sound effect when the selected non-target is

15 within a certain proximity to a target.

23 The method of Claim 22, which includes the step of providing a proximity which includes a plurality of non-targets, each of which are closer to a target than at least one other non-target.

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24 The method of Claim 22 which includes the step of varying the sound effect with the varying proximity of a selected non-target to a target.

25. A method of operating a gaming device comprising the steps of:

- (a) initiating a primary game or bonus round;
- (b) providing a plurality of non-pitfall values and at least one pitfall value;
- (c) generating at least one non-pitfall value; and
- (d) generating a sound effect when the generated non-pitfall

value is within a certain proximity to a pitfall value.

10 26. The method of Claim 25, which includes the step of providing a proximity which includes a set of non-pitfall values, each of which are closer to a pitfall value than at least one other non-pitfall value.

15 27. The method of Claim 25, which includes the step of varying the sound effect with the varying proximity of a generated non-pitfall value to a pitfall value.

28. A method of operating a gaming device comprising the steps of:

- (a) initiating a primary game or bonus round;
- (b) displaying a plurality of non-pitfalls and at least one pitfall;
- (c) causing at least one non-pitfall to be selected; and

(d) generating a sound effect when the selected non-pitfall is within a certain proximity to a pitfall.

29. The method of Claim 28, which includes the step of providing a
5 proximity which includes a plurality of non-pitfalls, each of which are closer to a pitfall than at least one other non-pitfall.

30. The method of Claim 28, which includes the step of varying the sound effect with the varying proximity of a selected non-pitfall to a pitfall.

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31. A method of operating a gaming device comprising the steps of:
15 (a) providing a plurality of possible undesired outcomes and at least one possible desired outcome;
(b) causing an undesired outcome to occur; and
(c) generating a sound effect when said undesired outcomes occurs.

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32. The method of Claim 31, which includes providing a plurality of possible undesired outcomes and providing a sound effect associated with each such sound effect.

33. The method of Claim 32, wherein the step of generating said sound effects includes generating said sound effects when a predetermined number of undesired outcomes occur.